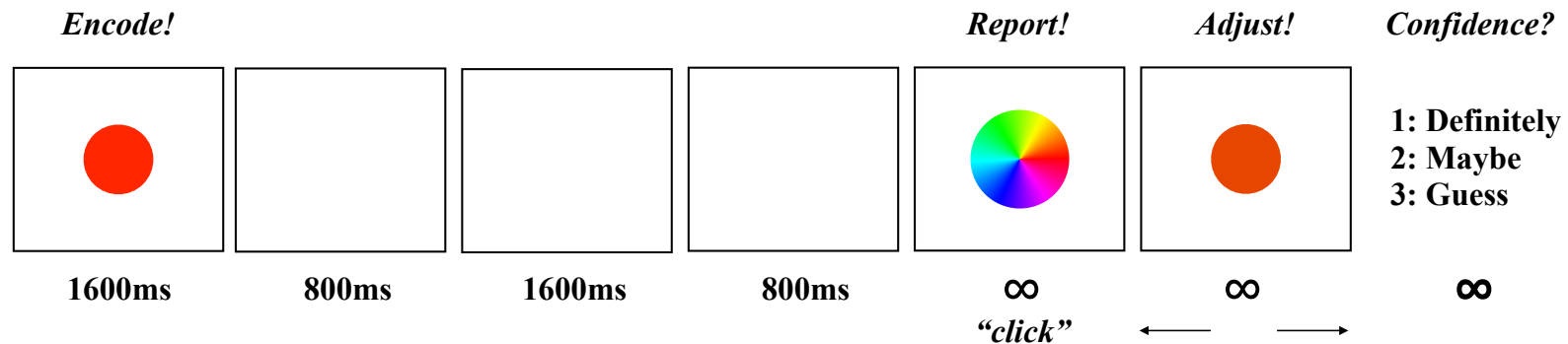


Delay condition



Bias condition

